Roman Gontaruk

PLAYABLE ADS DEVELOPER

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Playable portfolio | LinkedIn

Playable developer combining JavaScript and Phaser engineering with mobile game production and 10+ years in visual content. I build complete HTML5 creatives from gameplay concept and asset integration to responsive UI, animation, audio, optimization, single-file packaging and ad-network adaptation. My background in Unity, Unreal Engine and 3D production helps me work independently across both code and visuals.

Broad playable portfolio	Multi-network delivery	End-to-end production
Full gameplay, live in browser	Self-contained builds and format variants	Code, UI, animation, audio and optimization

CORE SKILLS

Playable: JavaScript, Phaser, HTML5, CSS, Canvas, Web Audio, touch input, responsive layouts, game states, guided onboarding, CTA flows, embedded assets, single-file builds, network adapters, build-size and loading optimization • **Game:** Unity, C#, Unreal Engine 4/5, Blueprints, Git • **Web:** TypeScript, React, Next.js, Vite, Three.js, WebGL • **Visual:** 3ds Max, Maya, ZBrush, Substance Painter, Photoshop, animation, VFX, game-ready asset optimization

SELECTED PLAYABLE WORK

SPD Rainbow Cards + Samurai
Card rules, opponent turns, valid-move hints, scoring, responsive table and audio.
PHASER / JAVASCRIPT / CANVAS

SLT Stamps + Outsider Detective
Mobile solitaire and one-screen deduction loops with clear onboarding and UI hierarchy.
PHASER / RESPONSIVE UI / HTML

Save Kitten + Merge Dragons
Drag, sort and merge mechanics, progress states, rewards, particles and network variants.
PHASER / VFX / AD BUILDS

EXPERIENCE

Independent
Interactive Developer
2023–Present

- Designed and developed a broad portfolio of mobile-first HTML5 playable ads covering card, solitaire, detective, hex-sort and merge mechanics.
- Implemented touch controls, adaptive scenes, game logic, animation, audio, VFX and self-contained delivery builds; produced click, timer and CTA variants for multiple ad-network requirements.
- Solo-developed **Stickman Adventure** in Unity/C#, including combat, progression, enemies, environments, effects, optimization and a playable demo.

X-Labs Inc.
Unreal Engine Developer
2022–2023

- Developed real-time sports simulation prototypes in Unreal Engine and Blueprints for motorcycle racing, football and airsoft scenarios.

Ants Games
Senior CG Generalist
2021–2022

- Produced environments, animation, VFX and optimized game assets for Ceres Survival, a mobile Unity RPG.

Nakusi Games
3D Artist
2019–2021

- Created stylized low-poly environments and production-ready Unity scenes; supported pipeline adoption and onboarding as the art team expanded.

EDUCATION

BA, Graphic Design | Pacific National University, 2012–2017
Web design, motion design, branding, typography and visual communication

LANGUAGES & REACH

Russian: Native | English: B2–C1
TikTok @roomjie: 5K followers